



Program Listing for File `block_memory_pool.hpp`

[Return to documentation for file \(](#)

`include/holoscan/core/resources/gxf/block_memory_pool.hpp`)

```
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"AS IS" BASIS, * WITHOUT WARRANTIES OR CONDITIONS OF ANY KIND, either
express or implied. * See the License for the specific language governing
permissions and * limitations under the License. */ #ifndef
HOLOSCAN_CORE_RESOURCES_GXF_BLOCK_MEMORY_POOL_HPP #define
HOLOSCAN_CORE_RESOURCES_GXF_BLOCK_MEMORY_POOL_HPP #include
<cstdint> #include <string> #include "gxf/std/allocator.hpp" #include
"gxf/std/block_memory_pool.hpp" #include "./allocator.hpp" namespace holoscan {
class BlockMemoryPool : public Allocator { public:
HOLOSCAN_RESOURCE_FORWARD_ARGS_SUPER(BlockMemoryPool, Allocator)
BlockMemoryPool() = default; BlockMemoryPool(int32_t storage_type, uint64_t
block_size, uint64_t num_blocks, int32_t dev_id = 0) : storage_type_(storage_type),
block_size_(block_size), num_blocks_(num_blocks), dev_id_(dev_id) {}
BlockMemoryPool(const std::string& name, nvidia::gxf::BlockMemoryPool*
component); const char* gxf_typename() const override { return
"nvidia::gxf::BlockMemoryPool"; } void setup(ComponentSpec& spec) override; //
Returns the storage type of the memory blocks nvidia::gxf::MemoryStorageType
storage_type() const; // Returns the total number of blocks uint64_t num_blocks()
const; nvidia::gxf::BlockMemoryPool* get() const; private: Parameter<int32_t>
storage_type_; Parameter<uint64_t> block_size_; Parameter<uint64_t> num_blocks_;
Parameter<int32_t> dev_id_; }; // namespace holoscan #endif/*
HOLOSCAN_CORE_RESOURCES_GXF_BLOCK_MEMORY_POOL_HPP */
```

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